

ATARI

LYNX

VIDEO GAME MANUAL





Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Copyright© 1986, 1990 Temco, Ltd. Licensed to Atari Corporation. Rygar is a trademark of Temco, Ltd.

Atari, the Atari logo, and Lynx are trademarks or registered trademarks of Atari Corporation.



Copyright© 1990, Atari Corporation  
Sunnyvale, CA 94089-1302  
All rights reserved.

# **Banish the Forces of Evil!**

Listen, Rygar, as I tell the tale of your becoming.

Millions of years ago, a benevolent wizard banished the minions of darkness to the underworld, freeing the land of evil and ushering in a long era of peace and prosperity for our people. Unfortunately, the wizard had not yet learned the Eternal Spells. Before he died, however, he prophesied that, someday, a great hero would be born. The hero would be known by a mysterious birthmark—the Mark of the Wizard. This mark would allow the hero to open the magic chests strewn throughout the land and use the magic weapons hidden within.

10,000 years have passed since the dark forces resurfaced and claimed the land for their own. The people of Good fled the land. They were forced to hide in the unfruitful regions at the edge of the world, across the great sea.

But they never lost their love for their original home. For ten millenia they selected the best of their people, creating a race of heroes. You, Rygar, are the greatest of the great. When you were born you were named Rygar the Reclaimer, because you bore the Mark of the Wizard.

If we are ever to reclaim the land that is ours by birth, you will have to return to our homeland and fight the minions of evil. No one can help you on this quest. You must go alone. If you fail, the evil ones will know of our existence and destroy us completely. If, however, you remain true to the Mark which you bear, you will vanquish those evil forces forever and we can return to the rich lands we were forced to leave so many ages ago.

And now, Rygar, you know who and what you are. Go now. Claim your birthright. Do not fail your fathers!

# Getting Started

Rygar is a game of action and skill for one brave warrior. Follow the steps listed below to start the game:

1. With your Lynx system switched off, insert the game card as described in the **Lynx Owner's Manual**.

**Warning:** Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Title screen appears. After a few seconds, the second Title screen appears.
3. Press the joypad or **A** or **B**. A brief summary of the story displays.
4. Press **A** or **B** to start the game. If you don't press a button, the story will continue until it is finished, then the game will begin.



## Optional Game Controls

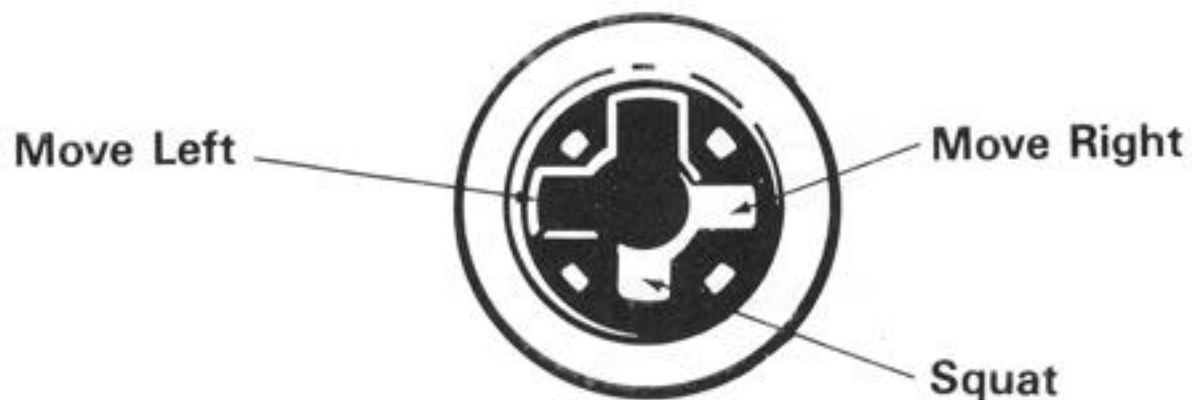
To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **OPTION 1** and **PAUSE**.
- To turn the music off, press **OPTION 2**. Repeat to turn the music back on. (Note: this works only from the Title screen.)

## Playing the Game

The object of the game is to clear all lands of evil creatures so your people can return. Use skill and strategy to destroy all enemies in a land (level) and proceed to the next land.

Use the joypad to control Rygar, the legendary warrior. The figure below shows the joypad and fire button controls.



You begin your mission with 100 seconds and three incarnations (lives). Each time you begin a new land or start a new life, the clock returns to 100 seconds. The amount of time remaining and the level number appear in the center of the status bar at the bottom of the screen. Remaining lives appear on the left side of the status bar. You lose a life anytime you touch an enemy or fall into one of the many pits and traps along the way. You gain a new life when you reach various point milestones. The first such milestone is at 50,000 points.



Throughout your journey, you will see a variety of evil creatures. Press A to fire your magic weapons and destroy the horrid things. If you jump on an evil creature, you will temporarily disable it, making that creature easier to destroy.

You will also see magic chests left behind by the wizard. Shoot a chest to open it. When the chest is opened, a magical bonus item appears. Run over the items to pick it up. Chests can contain a variety of magical items.



**Blue Shield**—bonus points



**Star**—rank points



**Red Orb**—bonus points



**Destroyer**—destroys everything on the screen



**Diamond**—bonus points



**Question Mark**—bonus points



**Time**—adds 20 seconds of time

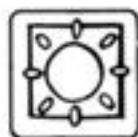
Occasionally, you will also come across special enhancements. These objects give you special powers for your current life. All active enhancements appear in special boxes at the right side of the status bar on the bottom of the screen. If you lose a life, you will also lose your special enhancements. The following lists shows all four special enhancements.



**Double Points**—doubles all points scored while the enhancement remains active.



**Star Weapon**—allows Rygar to shoot in the air.



**Sun Weapon**—a bigger weapon with longer range for quicker, more accurate shooting.



**Tiger Power**—give Rygar the power to destroy evil beings by jumping on them.

When you complete a land, you will enter that land's temple. This is where you will receive the rewards you deserve—namely

bonus points. If you did well, you will receive a lot of points, sometimes enough to gain a new life.

The game ends when Rygar completes the 23rd level or runs out of lives.

## **Strategy**

Memorize each land. The more experienced you are, the better you will know the land. That makes it easier to reach the next land.

Be fast, but don't get so caught up on speed that you don't notice approaching enemies.

When there are lots of enemies on the ground, jump on them. This disables them so you can destroy them easily.

Destroy the cave bat before climbing a rope. If you fail to destroy the bat, you will have a tough time climbing.

Certain areas contain secret chests. Experience will teach you where to jump to find these secret chests.

For the best score, destroy all enemies and reach the temple as quickly as possible.

## Scoring

There are three scoring levels in this game, each described below.

### Destroying Enemies



Cave Bat ..... 240 points



Cave Bat Missile ..... 170 points



Fire ..... 60 points



Flying Dragon ..... 1,200 points



Giant Ant ..... 200 points



Ground Rhino ..... 150 points



Gryphon ..... 140–210 points



Lava Man ..... 160–190 points



Lava Man's Fireball ..... 10 points



No-head ..... 100 points



Rhino ..... 7,200 points



Rollerbaby ..... 120 points



Rusher ..... 230 points

## Finding Bonus Objects

	Blue Shield . . . . .	990 points
	Destroyer . . . . .	10,000 points
	Diamond . . . . .	300 points
	Question Mark .	1,000–75,000 points
	Red Orb . . . . .	200 points
	Star . . . . .	0 points, 100 Rank points
	Time . . . . .	0 points

## Temple Scoring

Repulse Bonus . . . . .	100 points for each enemy destroyed
Rank Bonus . . . . .	Depends on Star power ups, level, and lives remaining
Timer Bonus . . . . .	100 points for each remaining second







Copyright © 1990, Atari Corporation  
Sunnyvale, CA 94089-1302  
All rights reserved.

Printed in Hong Kong. G.C. 9.1992

C398102-043